

Jim Cockburn FFS

Dwarfs (Good)								
Ironclad								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Horde(40)	4	4+	-	5+	25	21/23	180	Headstrong
- Orcish Skullpole							5	
Ironguard								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	4	3+	-	6+	12	15/17	160	Headstrong
Regiment(20)	4	3+	-	6+	12	15/17	160	Headstrong
Regiment(20)	4	3+	-	6+	12	15/17	160	Headstrong
Rangers								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	4+	4+	12	14/16	180	Crushing Strength (1), Headstrong, Light crossbows (treat as bows), Pathfinder, Vanguard
Regiment(20)	5	4+	4+	4+	12	14/16	180	Crushing Strength (1), Headstrong, Light crossbows (treat as bows), Pathfinder, Vanguard
Sharpshooters								Infantry
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop(5)	4	5+	4+	5+	5	9/11	100	Base Size: (25x50mm), Headstrong, Piercing (2), Range 36", Reload!
Jarrun Bombard								War Engine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	-	5+	5+	1	10/12	110	Blast (D6+3), Headstrong, Lob it!, Piercing (2), Reload!
(1)	4	-	5+	5+	1	10/12	110	Blast (D6+3), Headstrong, Lob it!, Piercing (2), Reload!
Army Standard Bearer								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	5+	-	5+	1	10/12	50	Hero (Inf), Headstrong, Individual, Inspiring
- Lute of Insatiable Darkness							25	
(1)	4	5+	-	5+	1	10/12	50	Hero (Inf), Headstrong, Individual, Inspiring
- Banner of the Griffin							25	
Stone Priest								Hero (Inf)
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	4	4+	-	5+	2	11/13	105	Hero (Inf), Guiding Light (2), Headstrong, Individual, Inspiring (Earth Elementals only), Surge (8), Weakness (2)
- Weakness (2)							20	
- Guiding Light (2) (L)							15	
Greater Earth Elemental								Monster
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	

(1)	5	4+	-	6+	8	-/18	160	Crushing Strength (3), Headstrong, Pathfinder, Shambling
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Craggoth[1]								Monster
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Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	5	3+	-	6+	8	-/18	200	Crushing Strength (3), Pathfinder, Shambling, Vanguard

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- Banner of the Griffin** This unit gains the Rallying! (1) Special rule, or Increases the value of its Rallying! by 1, to a maximum of 2.
- Blast** If the unit's attack hits the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Guiding Light** 12" Range. Hits don't inflict damage. Instead, if one or more hits are scored, for the remainder of the Shoot phase any War Engines with the Indirect Fire or Reload! special rules gain +1 to hit when targeting the unit this spell has been cast on. Once a hit is scored by this spell it may not be used again by this caster for the remainder of the game.
- Headstrong** Whenever the unit begins a turn Wavering, it rolls a die. On a 3+ it shrugs off the effects of Wavering and is Disordered instead.
- Individual**
 Line of Sight Before being given an order, an individual may pivot to face any direction for free. Individuals never block line of sight or offer cover against ranged attacks.
 Move Individuals have the Nimble special rule.
 Shooting Individuals may pivot to face any direction for free before picking a target in the shooting phase. Enemies shooting against Individuals suffer an additional -1 to hit modifier.
 Melee When charging an individual, a unit must make contact with the face that they started in as normal, however the Individual will turn to align flush with the unit's facing, rather than the unit aligning to the individual's facing. Enemies never double/treble their Attacks when fighting the individual. Similarly, the individual does not double/treble its own attacks when attacking an enemy in the flank/rear. It does still treble its attacks against war engines, however. If an individual is routed and the charger (including another individual) decides to advance D6" directly forward, it can make contact with another enemy unit. In melee, enemies treble their attacks when attacking War Engines with the Individual special rule.
- Inspiring** If this unit, or any friendly non-allied unit within 6" of this unit, is Routed, the opponent must re-roll that Nerve test. The second result stands.
- Light crossbows** Treat as bow. Range 24".
- Lob it!** The Bombard can be fired directly, as normal. Alternatively, you can choose to fire it indirectly, following the Indirect Fire special rule. When firing indirectly, the Bombard has a range of 60", but cannot be fired against targets within 12".
- Lute of Insatiable Darkness** This artefact can only be used by Heroes.
 The Hero has the Bane-Chant (2) spell.
- Orcish Skullpole** The unit has the Brutal special rule. If the unit causes damage in melee, at the end of the Melee phase it must roll a single die. On 3 or less, the Skullpole is destroyed and provides no further benefit for the remainder of the game.
- Pathfinder** The unit suffers no movement penalties for difficult terrain, simply treating it as open terrain. Pathfinder units are not Hindered for charging through difficult terrain.

- Piercing** All ranged hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Reload!** The unit can fire only if it received a Halt order that turn.
- Shambling** The unit cannot be ordered 'At the Double', except when carrying out a Vanguard move.
- Surge** Spell. Range: 12". Friendly unit with the Shambling special rule only. Hits don't inflict damage. Instead, for every hit 'inflicted', the Shambling friendly unit moves straight forward a full inch (stopping just out of contact from friendly units and blocking terrain). If this movement brings it into contact with an enemy unit, treat this as a successful charge against the enemy facing that has been contacted. However, the charged unit will not take any Nerve tests for any damage it might have taken previously in that Shoot phase. If the Surge move took the unit over an obstacle or through difficult terrain then it will be hindered in the ensuing combat as normal. This movement may take the unit to within 1" of the enemy. However if it is not in melee at the end of the shoot phase, move it directly away from any enemy units to create a 1" gap (if possible). This spell has no effect on units with a speed of 0.
- Vanguard** The unit can make a single At the Double or Advance order after set-up is finished. If both armies have units with this rule, roll a die. The highest scorer decides who begins to move one of their Vanguard units first, then the players alternate until all Vanguard units have been moved.
- Weakness** 24" Range. May target enemy units that are engaged in combat. Instead of causing damage, if one or more hits are scored, the target unit has a -1 modifier when rolling to damage enemy units during their next turn (any rolls the unit makes of natural six will still cause damage however). This effect only applies once – multiple castings on the same target have no effect.